



Gummi Bears

v1.0

by Rhyolith

Dashing and daring, courageous and caring, faithful and friendly with stories to share, they're the GUMMI BEARS! Join the world's sweetest heroes for high adventure in a mystical land of giants and wizards, ogres and dragons, and wondrous creatures both good and evil. Meet Gruffi, Zummi, Cubbi, Grammi, Tummi, Sunni, and all the legendary Gummis as they laugh, play, foil dastardly plots, and fight for what's right.

Take **1000 Choice Points** to fund your adventures.

Starting Location

Roll a **1d6** to determine where you start, otherwise pay 50 CP to choose your Starting Location.



Castle Dunwyn

A Human castle and its surrounding land. Ruled by the benevolent King Gungor who seems to be a popular and reasonable ruler.

Castle Drekmore

A nearly stereotypical evil land occupied by ogres, has high craggy mountains with some malaevant plantlife in the surrounding countryside, ruled by the human "Duke" Sigmoin Igthorn. Who's ironically not the worst leader for this area as he can keep the Ogres in line and doesn't want to rule over

rubble. He's aware that his Ogre forces are too weak to "normally" take over and keep Castle Dunwyn and constantly seeks out a "reasonable" superweapon that would let him get them to surrender (and not actually blow up the castle/city).



Gummi Glen

A major warren that once housed hundreds of Gummi Bears. At some point it was invaded by humans and most of the Gummi's fled across the sea. A few families remained behind to protect the technologies that Gummi's possessed but over time it has been reduced to just a singular family.

New Gumbia

A "modern" Gummi city with the majority of the modern day Gummi population. Has a light-based communication network/telescope with active receivers/transmitters.

Ursalia

A massive ancient Gummi above ground walled city that occupies most of a valley. Fallen into terrible disrepair it has a single Gummi bear defender that is a little crazy from prolonged isolation. A malicious witch has been here for quite some time and has been searching the ruins with her minions.



Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]

You are dropped in this new universe with no background , memories, or documentation.

Bearly Engineering [Free]

Engineering, in these lands the Gummi bears are the notable engineers but quite a few people have taken a look into some of early Gummi bear creations and have spread that knowledge around a bit.

If you're also a Gummi bear you can start out as a member of the Gummi bear family and start in Gummi-Glen.

Notable [100 CP]

You're a knight, a noble or someone famous.

Magic User [100 CP]

You're some sort of magic user. You have ten years of experience casting magic including some complex magic.

Race



Human [Free]

You are a medieval human. The good news is that you survived childhood, this gives you a robust immunity system and a very fit body.

Gummy Bear juice has different effects on humans giving them super strength and durability but only works on them once a day.

Gummi Bear [Free]

You're a 2-4 foot tall brown, black, white or pastel-colored anthropomorphic bear. In spite of your size you are about as strong as an average human of your age range. You heal about ten times faster than a normal human does (a broken leg heals in a few days) and you can drink an unlimited amount of Gummi Berry juice without any issues. You are also really good at moving while bouncing and have a fantastic sense of smell.

Your species also has a reputation of just being fairytales in human-ran lands. Most humans have a leprechaun-like attitude to you and believe that if they catch you, you'll grant wishes.



Other Anthropomorphic Animal [Free]

First this option requires one of two world-altering drawbacks - **Ducktales World** or **Chip N Dale Rescue Rangers Movie World**

This lets you pick the various Anthropomorphic animal people from Ducktales (Duck-people, Dog-people etc). Keep in mind though that these medieval level people probably haven't seen a lot of these other types of people before due to a lack of many sea-going travelers. You'll probably be the first of your species in these lands and you'll have to deal with whatever social repercussions for being the only duck/dog/whatever person yourself, so watch out or you might be thrown into a traveling zoo wagon.

Ogre [100 CP]

Standing between 10 and 12 feet tall you're a large, durable and strong creature. Most ogres are rather dim-witted but you fortunately do not have that issue. Gummi berry juice has a similar reaction as humans, giving them super strength and durability but don't seem to have the once a day limitation.

Carpies [100 CP]

A fierce race of flying vulture-people with six limbs, they have both hands and wings that are separate. They seem to be between five and six feet tall and are capable of hovering in place and carrying a Gummi Bear's worth of weight while flying. They live on top of Carpy mountain.

Dragon [400 CP]

Dragons here are 30 feet long, talking, flying and fire breathing cave dwellers who tend to sleep for decades. Both western style and Eastern style dragons exist along with various subspecies. Dragons live for thousands of years.

Troll [+100 CP]

You're a 2-3 foot tall green, yellow, purple, blue or orange goblinoid. About as strong as a human of similar size and age, which is to say not very. Heals twice as fast as a Gummi Bear.



Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

All through the forest they [Free]

You are very good at traveling through forests, you won't trip over roots or get snagged by thorn bushes. You can run through dense underbrush without being slowed down. If you are capable of jumping long distances you can easily jump from branch to branch without missing.

Sing out in Chorus [Free]

You are fantastic at singing, especially in a group. When you and others sing together you can all synchronize as the song requires. Even someone bad at singing will be able to join in, harmonize with everyone and hit the same notes at the same time as everyone else, as if they had spent ten years of practice singing with you.

Marching Along [Free]

You have a "map-sense" that is to say you instinctively know which direction you are facing and you have basically an rpg-like auto-mapper/mini map in your head. This automatically adds the lands and features that you see into a mental map.

This doesn't reveal anything hidden unless you see the hidden entrances/tunnels etc.

You are also a fantastic cartographer and you can draw nearly perfect maps from your mental maps.

As their song fills the air [Free]

You and your friends and family can really broadcast your voices when you want too. You have a fantastic projection range and everyone within hearing range will instinctively know the song, words and notes that you are singing.

Medieval Knowledge [Free]

You have the practical common everyday knowledge of a general medieval peasant, you know how to live in such conditions and know what people generally expect you to know. Things like your local ruler's name, holidays, who the tax man is, how to tie knots, how to bake bread in a wood stove, what plants/animals/bugs are safe to eat, etc. This also includes knowing the common languages spoken and written in your starting location.

In future jumps this information updates to the new world, giving you general knowledge that most people would know.

Random Rope [50cp]

Everyone just seems to be able to pull out rope at will even after being shipwrecked with a tiny dingy. Now you can as well. You can produce rope of any length and size you want from nowhere at will.

Medieval fitness plan [50cp]

You are fit with lean, hard worked muscles. Your body starts off untainted by disease with "vaccine-like" effects against common diseases in your starting area and you can easily handle tainted water and even spoiled food without problems. Your body's health or fitness won't degrade from inaction or a poor diet.

The right to arm bears [50 CP]

You have the right and legal standing to bear arms and to arm bears, that is to say that you can legally possess, sell and buy weapons of any sort. You have whatever legal paperwork necessary to allow for this.

Fight like a Knight [50 CP]

You're good with a sword, ax, bow, shield, warhorses and you can wear armor like a pro. This is a package of skills, knowledge and muscle memory for everything involved in knighthood including mundane tedious things like sharpening a sword or caring for armor. You're basically equal skillswise to the majority of knights in the show and you can practice to get better.

Ordinary Job [100 CP]

You can have a job or specialty which makes you an expert at whatever profession you like. The equivalent of ten years of dedicated and intense job experience and study. A single purchase would make you the equivalent to a licensed doctor of medicine if you pick something like that.

This can also be used to give you a jack-of-all trades approach, where you're reasonably competent at nearly every job you do. This also stacks to a reduced degree where three purchases would bring you up to a barely professional level of competence.

Additional purchases beyond the first are discounted to 50cp for everyone.

Summon Picnic [100 CP]

You can summon a large picnic backpack filled with food for five individuals. It can have any manner of typical picnic-foods and drinks within it along with a single large wool blanket. You can summon this at will.



Speed building [200 CP]

You can build things in a rush, taking roughly 1/4th the time it would normally without the quality suffering. Giant catapults in a few hours, a life-like mask in an hour, a stone bridge built by one person in a day or two.

Disney Death [200 CP]

First, things like falls and being crushed under rocks/cave-ins/falling castle bits won't ever kill you even if they really should, instead you'll bounce off things just enough to prevent a fatal fall or you'll land in a little water/slime/mud/tree/bush/loose dirt that'll just be deep and soft enough to break your fall. Or the cave-in/falling castle will just leave enough space for you to wriggle through and escape largely unhurt.

Second, Magic effects that might count as death don't so long as you're "fixed" by the end of the jump. So things like being turned to stone/crystal and being shattered doesn't matter so long as your friends can put you back together and revert the spell.

Third, in the event of your actual death, or some sort of death-like event that would end your jumpchain, you'll be resurrected or saved by some means. This effect works only once every jump, or once every ten years, whichever comes first.

Superweapon engineering [400 CP]

You understand extreme high-energy workings, it's enough to let you make and design super weapons capable of destroying entire cities with a single weapon. This spans a wide range of technological development and lets you create death weapons with even medieval level technologies. So, whether it's through some weird physics interactions using super science gravity generators or something simpler like turning something like a horn into a death weapon, you can do it.

Drop-in

Dashing and Daring [100 CP | Free for Drop-in]

You're handsome and/or beautiful a 10/10 for your given species and you don't have to worry about things like hygiene as your body keeps itself clean and neat even in dire situations. You could be covered in mud or honey and it'll slowly slough off of you and your clothing as you walk around.

Your bravery and willpower are also increased to heroic levels, this doesn't make you foolish as you can analyze a situation calmly and see where you can succeed if it's possible. Once you make a decision it's a lot easier to maintain motivation and power through even when faced with dire odds.

Snowballing Reputation [100 CP | Free for Drop-in]

You have both a reputation and a manner which just screams "I'm the best/evilest and you'll regret messing with me". This reputation also builds and enhances itself as you become better known, it'll grow to the point where the weak-willed will run, faint or piss themselves just thinking of going against you. Your reputation also has momentum behind it and actions and rumors contrary to your established reputation won't derail your reputation without significant intentional effort. If you're doing something more peaceful like being a chef and cooking, your reputation can still grow and you can quickly be considered to be a literal national treasure even if you are only a mediocre chef.

Impeccable Aim [200 CP | Discounted for Drop-in]

You have perfect aim with everything. You could have some sort of bizarre boomerang-switchblade-gun and still hit everything you want to hit on its return curve. Or even fling a spoonful of butter across the room through a keyhole to hit someone in the eye. Bounce arrows off of objects, around corners and into rear ends if that's what you're aiming for.

Fighting Skills [200 CP | Discounted for Drop-in]

Like Flint Shrubwood, you're one of the best at fighting, you've got the skills that literally pay bills. Your abilities and skill at fighting are so good that you can be the best bounty hunter/mercenary in the world. You can beat the snot out of beings twice your height, weight, and strength with startling ease. This comes with muscle memory appropriate to your current body and your alt-forms, knowledge and skills of a down and dirty street fighting technique that uses everything around you as a weapon. If you purchase this alongside "Knight" you can include and boost its skills as well, making you the best knight in the world skillswise while keeping these street fighting skills separate.

You can purchase this multiple times, adding a mastery of a different fighting technique "school" each time.

Insertion [400 CP | Discounted for Drop-in]

You can just casually walk into somewhere, acting like you belong and people will accept this and not sound an alarm. So long as you don't do much besides normal expected activities, people will let you be and just assume you're here for legitimate reasons. You can even bypass security by just acting like you lost your key or whatever and asking to get a replacement. You could even abduct a man from his own castle if you made it look like something normal was actually going on, afterall you're just the rug cleaner and the rolled up rug might just be screaming for a cleaning.

Level Fighting Field [400 CP | Discounted for Drop-in]

Only skill matters in a fight, it doesn't matter how many people you are facing nor does it matter how strong they are. You could be a human who's completely surrounded by ogres, who've ambushed you and are also twice your weight, height, strength and outnumber you five to one, but numerical supremacy just doesn't matter because you're better than them. You'll be the one who walks away from that fight uninjured and with all of them unconscious at your feet.



Outside Context Problem Solver [600 CP | Discounted for Drop-in]

This just seems to happen here every so often. Some ultra-powerful ancient wizard, spirit, giant or magic creature rolls in and bodies everyone. Usually something happens and someone gains the upper hand over it after discovering it's weakness, something bigger shows up and yanks it back into wherever it came from or you somehow manage to befriend it and convince it to undo what it has done and leave.

You gain this power, that is to say that Random Omnipotent Bastards and Out of Context problems don't last long against you for "some" reason. You either discover it's irresistible weakness, catch the attention of its superior or somehow befriend them.

Bearly Engineering

Courageous and Caring [100 CP | Free for Bearly Engineering]

Fear doesn't have a strong grip on you, instead it's easy to ignore when you need to. You can face injury and pain and laugh it off and if you can get your friends and family to laugh with you in the face of danger all of you can dull the pain if not outright eliminate pain so that you can get the job done.

You also gain the knowledge of when your friends and family are in danger or in pain and you have a general sense of where they are and what threat they are under.

Trap Master [100 CP | Free for Bearly Engineering]

Gummi bears make traps, it's just a thing they do. Most of their traps are the harmless types which capture people alive and unharmed or throw/slide people a significant distance into a river or some such. You are an expert at both harmless traps and more lethal ones and can build them in a quarter the time that a normal person would have to take to build the same trap.

This also quadruples the rate that you can dig through dirt, rock, stone and carve wood. Allowing you to shift these materials four times faster than an average hardworking human can as most of the Gummi traps are buried or use slides built underground.

Built to Last [200 CP | Discounted for Bearly Engineering]

You can repair anything, even supernatural and magical items and the things you build or repair will last for centuries. The Gummi Bears built things to last for centuries with little/no maintenance. Even when the materials being used would ordinarily degrade, things like water supply systems made of wood under pressure and buried in loose soil still last centuries without rotting away. Complexity or material composition seems to not matter as much either. Everything you build, repair or maintain gains these properties.

Secret Passage Master [200 CP | Discounted for Bearly Engineering]

You've probably seen some secret passages and hidden doors over your life. All of those were made by amateurs. Gummi bears are masters of the craft and can burrow into stone castles with armed guards patrolling and build perfectly disguised trap doors without anyone ever noticing. Their hidden tunnels and secret entrances are nearly perfect, they last for hundreds of years with little/no maintenance and are nearly impossible to find without being shown how to open them. The entrances might not even make much sense, like a suit of armor or a road paving stone that you'd think would be cleaned/removed or replaced every so often. The answer to that is simple, double-hidden entrances, where the modified item on top of them when removed triggers another cover to close up the entrance so that the normal workers can clean/replace the item in question without being any the wiser.

You also gain great skills at carving stone and rock. You could carve massive stones for buildings in just a few minutes as you know exactly where to cut, your chisel hitting faults and fractures in the stone and with a smack it just perfectly shears the rock exactly as you want. Also useful for carving statues and adding decoration into stonework. With the appropriate tools you can also dig through solid stone without making a noise and you'll be digging through it at such a rate that it's almost like digging through slightly chilled butter. This stacks with Trap Master.

Medieval Engineering [400 CP | Discounted for Bearly Engineering]

You can build complex high-tech items out of "lower technology" items. You can basically go a technological "tier" down with ease and a second "tier" further down with difficulty. You can easily make cars, cranes and airplanes out of carved wood and a few gears with Gummi Berry juice for fuel. Air Conditioning and heating for a city built out of mechanical gears and fans placed on/in a mountain, mechanically mixing various airstreams together to control humidity and temperature with no electricity or freon needed.

Building something more complicated like a massive mechanical clock could serve as an "atomic-like" doomsday weapon without having to use any radioactive materials is also possible.

Solitary Industry [400 CP | Discounted for Bearly Engineering]

Gruffi Gummi seems to be the only one who does the complex engineering tasks and the repair work on all of the ancient infrastructure laying around everywhere. This single Gummi bear is constantly moving and fixing things not only for his family but also keeping the entire underground Gummi city that Gummi-Glen is a part of where thousands of Gummi bears used to work and all of the cities miles of air conditioning, water supply, sewage systems and transportation systems working. You too have this ability to keep essentially an entire city running by yourself while still having enough time to work on personal projects of your own and all of the personal projects of your family and friends. You work so fast and efficiently people would swear that you're effectively a team of twenty people all working in perfect harmony together.



Engineering Marvels [600 CP | Discounted for Bearly Engineering]

The engineering skills the Gummi Bears seem to have are practically on the level of magic. Material properties of things you use seem to be vastly improved over what would be normal, taking on "cartoonish" levels of durability. As an example, bamboo tied together with string can substitute one to one for rebar tied together with steel wire in concrete with the benefit of not rotting or degrading over time. Heck you could replace the concrete with dried mud and it'll stand up to weather, weight and be just as supportive as concrete would be. Build skyscrapers and bridges with bamboo, string and mud if you want.

That's all fine and dandy though but what if you actually used real rebar and concrete, well they are massively enhanced in strength and durability, able to support and do things that materials engineers would be scratching their heads at wondering why it isn't collapsing under those absurd loads.

Notable

Faithful and friendly [100 CP | Free for Notable]

Those that you interact with will find it harder to lie to you, the smoothest of con-man will trip over their rehearsed words and flub them. It'll be obvious to you that they are here to deceive you. While you'll find it's easy to lie to others as complete strangers will always start with a bit of faith in you that you'll do what you say you will.

It's also easier to make friends and minions, people you meet will tend to see you in the best of light from their perspective. Even if you're leading a gang of cutthroat, backstabbing thieves the other thieves will think you probably have the best ideas to make a lot of money.

Detail-Oriented [100 CP | Free for Notable]

It's easy for you to keep track of complex situations, you basically have a mental "excel spreadsheet" of things to do. This can be auto filled based on your situation, adding things you need to do based on what you want to happen. This acts sorta like an RPG-like quest line with well-defined objective tracking.

Naturally leading [200 CP | Discounted for Notable]

You've got amazing instincts when it comes to leading people, you know in an instant how to lead a given group. You know great ways to motivate and inspire them to follow you and you know who's going to be a problem and sabotage or undermine you behind your back. You could even motivate the lazy and the incompetent to do their best for you.

Teaching skills [200CP | Discounted for Notable]

Leading is all fine and dandy, but teaching others the skills they will need to survive and thrive in battle is an entirely different set of skills. You can easily pass on the skills you have to others, you will find you only need to show and instruct someone once and they will retain the information with amazing clarity. This works in large groups as well so you can teach your army the correct way to fire and disassemble a gun with a simple demonstration.

Unimpeachable Leadership [400 CP | Discounted for Notable]

You're a leader and for some reason your underlings love you, even if you're a dirty rotten liar they are incredibly loyal and will do things the way you do things. If you're a backstabbing scoundrel they'll backstab everyone except for you, because they like you too much. If you're an honest and brave leader they'll follow your lead and also act with bravery and honesty.

Not a big deal [400 CP | Discounted for Notable]

Even malicious actions on your part are often overlooked or treated like they are not that big of a deal. Just like Duke Igthorn's constant attempts and several successful attempts at conquering the kingdom of Duwyn he's often just let go to go back home and try again. Even when he's arrested it seems that the King decides that it's better to have him in control of Dekmore and in charge of the Ogres than someone else. You now benefit from that same level of "consideration" where people who you've invaded or wronged will think that you're better off running around free instead of actually being punished for your crimes.

Where there's a wall theres a way to get someone else to get through it [600 CP | Discounted for Notable]

You can inspire others to pull off miracles, they can push just hard enough to get through. Whether this is a physical thing or a mental one they'll be able to pull off the near-impossible. They'll be spent or even injured afterwards and will need to recover for days if not weeks, but it'll be done.

Magic User

With stories to share [100 CP | Free for Magic User]

You know relevant stories to given situations, if an ancient tale exists that is similar to some problem or issue you are facing in the world you are in you'll gain the knowledge of the story. These stories might even have the answer to some sort of puzzle or riddle you are facing as this will grab the "most relevant" story. So if you're standing at the entrance door to some long lost civilization you'll remember the story of the adventurer that once walked through these very doors after speaking the word "friend" in elvish to the door.

This doesn't let you make up your own stories, rather these stories have had to have been made by other people and spoken to others before your arrival in this world. So if some other explorer has gotten through that puzzle or door before and told someone else about it, you'll know how they did it.

Magic [100 CP | Free for Magic User]

You can cast magic without props like wands or medallions and you have a deep well of power, you can cast magic for hours without stopping.

Potioneering [200 CP | Discounted for Magic User]

You're good at engineering and altering potions. Basically magic effects in a liquid form that can be stockpiled, sold and distributed to the magic-less for them to use. You can turn just about any magic effect into a potion for others to use and you understand the various magical ingredients and mixtures' effects on each other.

Reverse magic engineering[200 CP | Discounted for Magic User]

You can reverse engineer both magic and technological devices, especially things which blend the two together. It only takes a few minutes of study to figure out how a spell or a thing is built and how you can build it yourself.

Enchanting [400 CP | Discounted for Magic User]

You're great at enchanting, both people and items. Your enchanted items don't require "power/charges" and the enchantment doesn't degrade over time. Your spells on people can be permanent in effect, letting you change someone's species or form, though you do have several hours before the spell settles in fully and they become significantly harder to transform a second time.

Magineering [400 CP | Discounted for Magic User]

Are you building large scale projects? Well now it's trivially easy for you to integrate construction, engineering and magic together in a seamless whole. Build things like floating cities or cities with integrated magic shields, perhaps a holy enchantment on an entire city. Well whatever you're building you know how to make it better with magic and how to make it last for centuries.

Magic reality warper [600 CP | Discounted for Magic User]

You're a top-tier magic slinger, you don't have to use any crutches like rituals or any of that nonsense. Instead you can just cast spells using your willpower itself, skipping all of that mumbo jumbo hand waving and spell-speaking nonsense. Ingredients for rituals or spells are just crutches for the weak that you don't need, you can just throw more magic into it and skip the ingredients.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

You can purchase everything multiple times if you want.

General [Undiscounted]

Pocket Cash [Free]

You gain twenty five Sovereigns, a gold coin with a solid purchasing power. Five hundred of these is a king's ransom. Twenty five should be able to let you live comfortably for a few months or just let you have some pocket change to spend as you see fit. This money is always on you, as you can pull this out of thin air and either put it into your hand or into an instantly created cloth sack. You can also put other forms of cash or credit/debit cards and ID into this small pocket hammerspace as you see fit. In future jumps this money can update to be an equivalent amount of money accepted locally that you can pull out of your pocket whenever you need it. This money refreshes yearly.

You can purchase more for 50cp, which multiplies the amount you get by ten for each 50cp you purchase.

Clothing [Free]

You have five sets of mundane clothing, including shoes/socks/hats/gloves as needed, suitable for your species in a mundane backpack. In future jumps you also gain this same benefit, with species-appropriate clothing being provided for you.

Walnut machine gun [50 CP]

It's a hand-crank machine gun that fires infinite amounts of walnuts from a hopper as ammo. Fires as fast as you can crank the handle. Doesn't do too much damage as these are just walnuts.

Gummi Flight Pack [50 CP]

This is a singular jetpack and arm-controlled wing backpack sized for you. It has unlimited fuel and auto repairs itself.

Gummi Berry Bushes [100 CP]

You get ten bushes of every color of Gummi berry bushes. These bushes never get sick, grow old, ignore bad weather and are always producing fruit. You can clone or breed these bushes using normal horticultural

techniques and the offspring will maintain these magical properties.

These bushes/berries can produce all of the various magical gummi-berry based potions seen in the show, growing potions, de-aging potions, Gummi Berry juice etc.

Note that the berries themselves are magical and different types of potions can be made from them by mixing them in different ratios and adding other ingredients.

Airship [200 CP]

This is a wooden hot-air ship capable of flying around the world. It's sized to fit your species and has enough space for 10 crewmates of your species. It has unlimited fuel and auto repairs itself.

Doomsday clock [400cp]

This gigantic clock is literally a doomsday device built by an ancient wizard, likely as a big eff you to the invading humans/aerials or to kill Gummi Bears. Thankfully it was never actually used and hundreds of years later it's still fully functional.

Now you have this ancient weapon of mass destruction and blueprints to make more.

It's never really explained how this thing destroys things, but it's vaguely implied to be some sort of non-nuclear atomic bomb on the level of a fully powered Tsar Bomba made entirely out of clockwork. The good news is that it doesn't have radioactive materials so it doesn't poison the air/water/land.

The bad news is that because it is basically just clockwork it would be easy to make and proliferate.



Drop-in

Boomergun [100 CP | Free for Drop-in]

This is an odd gun which fires out boomerangs at an adjustable strength. The boomerangs can penetrate stone at the upper settings. The boomerangs can also have rope tied to it which doesn't seem to impede the trajectory or impact of it.



Gummi Compass [100 CP | Free for Drop-in]

This round golden and ruby compass points towards a given object. You can name an object once a week and it'll glow in the direction of the nearest instance of that item (until you change it to a different item).



House [200 CP | Discounted for Drop-in]

Like Gusto Gummi you have your own house of some sort, it can be a hidden house buried in the ground, behind a waterfall or something more mundane. Either way it can house six people with ease and has a few rooms dedicated to your hobbies. It has water and sewage "service" it also has Gummi Bear machines which emulate modern appliances and everything doesn't need maintenance.



Gummiscope [200 CP | Discounted for Drop-in]

Observatory building, telescope, Light-based morse-code communication beam receiver/sender and solar powered death beam capable of blasting through stone on a sunny day. You get both the scope, instruction manual and a hidden, disguised building that houses the scope in a retractable roof elevator. Can sleep two in a bare-bones manner and has water and sewage "service" it also has Gummi Bear machines which emulate modern appliances and everything doesn't need maintenance.

Aerial Copters [400 CP | Discounted for Drop-in]

This is a pack of six helicopter-like machines made of wood powered by Gummi Berry Juice. These machines don't actually require any Gummi Berry juice and are sized to seat one "insert your species here". The helicopter blades are indestructible and can cut through nearly anything while spinning.



Horn of Winter Wind [600 CP | Discounted for Drop-in]

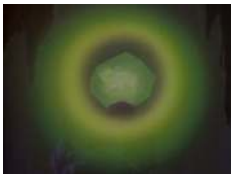
This giant horn controls a powerful winter wind. It can cause winter to continually stay in an area several miles in diameter. It also provides a user with cryokinesis allowing them to generate ice or snow objects or control existing ice/snow.



Wishing Emerald [600 CP | Discounted for Drop-in]

This giant glowing emerald grants a single wish to anyone who touches it and speaks aloud their wish. These wishes are limited in power and scope. These are limited to the effects of a DnD 3.5e Wish spell cast by a typical level 18 wizard with no prohibited schools.

This one is fait-backed to work outside of this jump and each person who touches this one gets one wish every ten years or once every jump, whichever comes first.



Word your wish carefully as this thing tends to grant wishes literally with a slight monkey-paw twist by default.

Bearly Engineering

Gummi Toolbox [100 CP | Free for Bearly Engineering]

This wooden tool box always has the hand tools you need for whatever you are doing, you can pull out hand tools that shouldn't even fit inside of it like giant hammers, ladders and oversized chistles. Also has magically-powered hand tools if you need them. The toolbox is indestructible and will find its way back to you in perfect condition quickly if it's ever stolen or lost.



Gummi Berry Juice [100 CP | Free for Bearly Engineering]

You get a set of ten bottles worth of Gummi Berry Juice every week and you can stockpile these. They come in glass bottles, individually served wooden mini-kegs or all together in a single keg. Gummi Berry juice is a magic potion, fuel and one of the local macguffins which is often the answer to most problems. This potion has different effects on different species. On Gummi Bears it temporarily gives them a very rubbery body and massively boosts the jumping, durability and acrobatic abilities of the drinker. Allowing the Gummi Bears to jump at high speeds over huge distances, both vertically and horizontally. While under the effects of this potion Gummi bears also don't receive any damage from falls or blunt weapons.



For humans and ogres it increases their strength and durability, the potion however can only be used once a day for humans (It just doesn't work again until they have slept for eight hours).

The effects last for about a minute for every species.



Great Gummi Medallion [200 CP | Discounted for Bearly Engineering]

Within this jump this Gummy Bear medallion specifically unlocks and opens/unlocks/turns on ancient gummy bear technology, books and devices. This also lets the magicless cast magic. In future jumps this works in a similar manner, opening, unlocking and turning on ancient devices. These medallions cannot be stolen from you as they will shock the crap out of any thieves. These can only be transferred willingly.

Quick tunnel network [200 CP | Discounted for Bearly Engineering]

These are basically hidden "entertaining" wooden roller coaster-like subway tunnels stretching for miles on end. This includes the wooden boat-like quick carts and hidden stations. The carts and tunnels keep themselves maintained and hidden. In future jumps you can put twenty hidden stations wherever you like. Each station has four quick-carts, each quick-cart is basically a sled/boat with a motorized wheel in the rear pushing it along the track and up slopes.

For the first purchase you can cover about a hundred miles worth of tunnels; each additional purchase multiplies the amount/distance of tunnels and stations by ten.



Gummi-Glen [400 CP | Discounted for Bearly Engineering]

This is a copy of the Gummi Bears mansion, its surroundings and the necessary locations tied into managing its interior. This massive hollowed tree mansion is at least slightly enchanted to continue to live even though the interior is heavily carved and hollowed. The exterior has multiple disguised and hidden entrances that lead into the living room, hallways and assorted other rooms. The exterior is also littered with bobby traps, false branches etc. This house has enough space, bedrooms and bathrooms to comfortably sleep ten people in large individual bedrooms. Its rooms and doors are large enough for humans to use but most of the furniture is sized for Gummi Bears. It has assorted additional rooms like a massive living room, workshop, ceiling aquarium/lake, library and a quick-tunnel entrance/station. In spite of its medieval-looking interior and mostly medieval appliances like wood burning stoves and candle lanterns it does have some modern conveniences like running water, clothes washing machine, a purely mechanical central air conditioning/heating system (provided by a nearby mountain - included) and a magic refrigerator.



Heavy Equipment and Hanger [400 CP | Discounted for Bearly Engineering]

You get the equipment that enabled Gummi to live and construct large cities and complete massive industrial works. These are things like the Mole-tunneling machine, A Crane, A bulldozer, A Gummi submarine, a dozen Gummi berry harvester machines, a dozen auto-sweeping robots, a dozen gummi "motorcycles", a dozen Gummi Flight Packs.

All of these machines do not need to be filled with Gummi berry Juice and keep themselves maintained and auto-repair themselves when damaged. The equipment will find its way back to you in perfect condition quickly if it's ever stolen, lost or destroyed.



These machines are all placed inside of a massive underground hidden maintenance "hanger" that is roughly 50 feet tall, 300 feet wide and 1000 feet long. There is a hidden and disguised ramp in a cliff face that can open up to let your machine out onto the surface and a connection to the Quick Tunnel system inside of it. There are also some restroom facilities with water and sewage "service" ; everything placed within the hanger will also auto-repair itself.

The Great Book of Gummi [600 CP | Discounted for Bearly Engineering]

Engineering, cooking, history, magic. This gigantic (to a Gummi) book has it all written down in these pages. In future worlds this book will update itself, adding in the local history, cooking recipes and any engineering blueprints and magic spells/rituals.

The book itself is magic-proof and is indestructible while closed, the book also closes and locks itself when it detects unauthorized access.

You get a **Great Gummi Medallion** which unlocks the book for free with this purchase.





Gummi City [600 CP | Discounted for Bearly Engineering]

This is a copy of either the underground Gummi city or one of the other abandoned (or nearly abandoned) ancient Gummi cities. The underground city is a hidden city which can house nearly thirty thousand Gummi Bears. It's made up of thousands of houses, workshops, shops, warehouses and public areas. There are also functional Gummi Bear technology bits and machines everywhere. Your city has a fresh water supply with running "piped" water and a sewage system to discharge waste.

The old capital, Ursalia is an above ground walled city nestled in a mountain valley capable of holding half a million Gummi Bears.

Notable

Melee Weapon and Armor [100 CP | Free for Notable]

You get your choice of melee weapon and a complete set of plate armor that fits you perfectly. The weapon and armor will auto-repair itself and it will keep itself in pristine condition.

Carriage and Horses [100 CP | Free for Notable]

You get a fancy carriage and a pair of horses sized to your body. The horses are also capable warhorses and can be used in combat. Should a horse be killed a new one will appear within an hour. The carriage is twice as big on the inside as its exterior would suggest and will auto-repair itself and it will keep itself in pristine condition.

Decimite [200 CP | Discounted for Notable]

Geode-like rock that grows in two halves, magically "magnetically" attracted to its other half. A small separation of a few feet will cause them to snap together; a larger separation of twenty or more feet causes them to explode with great force as the recombine. Basically naturally growing binary explosives that act like grenades. You get a set of ten Decimite every week and you can stockpile these.



Gummi Knight Training Facilities [400 CP | Discounted for Notable]

Behind a large waterfall that you know the location of is an entire facility designed to rapidly train up knights. These facilities include complete sets of armor for your species and contain fully automatic training courses designed to improve the fitness level of your troops and even teach them armed combat with various weapons. You could send a hundred troops into these facilities for three months and get fully capable well-rounded knights by the end of it. You could of course rush their training to produce less-rounded knights in a shorter time if you want. Automatically repairs itself, restocks food and has water/sewage and air conditioning/heating.

Castle [600 CP | Discounted for Notable]

You have your own castle/city of your own design or a copy of one of the existing ones. You can place it nearly anywhere on the map, though keep in mind you'll probably have to defend it if it's too close to the other kingdoms in the area. Your castle/city has a fresh water supply with running "piped" water and a sewage system (and bathrooms) to discharge waste.

If you also purchase the **Airship**, **Aerial Copters** or **Cloud Carpet** you can have this as a (slowly) flying castle that doesn't require any fuel or maintenance to keep itself aloft.



Elfrick's Magic Armor [600 CP | Discounted for Notable]

This golden plate armor is utterly indestructible and immovable by outside forces, it causes "all" physical weapons that hit it to shatter (including exotic and magical weapons like ghost-swords, but does not include things like fists, hands, feet etc).

It grants the wearer superstrength on the order of about ten tons, super speed which doubles your base speed and it's resistant to magic as well.

Unlike the original which was only suitable for someone about three feet tall this one fits "you" in whatever size/shape you are in.

Magic User

Cloud Carpet [100 CP | Free for Magic User]

A magical flying, floating transportation option which seems to be able to move about twice as fast as you can run. You can also cause it to thunder, rain and strike things below it with weak lightning.

Sculpture Magic [200 CP | Discounted for Magic User]

You get a sack of refilling dust that when thrown on other animals or beings causes them to turn into frozen statues of themselves. They do not change color or texture but they do become indestructible. You also gain a stone tablet that contains the reversing spell on it, you can of course just memorize the spell.

Magic Key [200 CP | Discounted for Magic User]

This can form a temporary door in mid air that connects to a house or your warehouse (you can change the destination). Basically one "end" of this is fixed to a real door while the other end can be magically created anywhere you can get a visual representation of. This allows you to effectively teleport via a doorway gate. This doesn't seem to have any range limits so feel free to scry and door-teleport to your destinations across the world with ease.



Changing Hat [400 CP | Discounted for Magic User]

A magic hat that changes the wearer into the same person mentioned by the wearer complete with clothing. The hat can change your species into other ones. This does not do voices very well and it unfortunately triggers on any name you say, removal of the hat ends the effect.

Crystal Egg Prison [400 CP | Discounted for Magic User]

When someone holds this with both hands they are turned into a crystal statue of themselves while the egg gains a small colored statue of the victim within it. To release the victim you have to place or have the egg in their hands and give them a kiss. Any kiss will do.

You get a Crystal Egg every month and you can stockpile these and they are reusable.



Wand [600 CP | Discounted for Magic User]

This magic wand seems to make spells mostly silent with each one going off with a crackle. With a wave you can cast spells just by thinking of the effects you want to happen, basically turning you into a magic-based reality warper. The magic comes from the user though, so it's dependent on your magic reserves.

You get two wands and the instructions on how to make more (it is however complex and expensive to make).



Magic Bagpipes of Enchantment [600 CP | Discounted for Magic User]

Play this bagpipe once a day and watch what will unfold. For all who hear its pleasant tune will do as they are told.

Sapient beings who hear this will act zombie-like and will do what anyone tells them to do. The effect lasts for a day, you can replay the bagpipes at the same time daily and keep people under its enchantment.

Companions

Companions can purchase more companions.

Most animals in this world are “very” intelligent and can understand English.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Canon Companion [100]

So you want to take any other existing character from this world. Well then this option is for you.

Pet Wolf [50 CP]

This oddly intelligent wolf is a loyal pet with an unusually high jumping ability and the ability to understand you. If they should die another one will appear replacing them within 24 hours.



Pet Boggles [100 CP]

Small adorable magic shapeshifting creatures that seem to look a bit like squirrel-kangaroo-otters while in their natural forms. They are intelligent and have their own chittering language and can combine together to form larger items, creatures and things. They can move unnaturally while shapeshifted and even fly a little via some sort of telekinesis. You get a pack of them, enough to combine together to mimic a human. If one of the original ones should die another one will appear replacing them within 24 hours.



Pet Griffin [100 CP]

You have a pet griffin, a rather intelligent English-understanding six-limbed eagle-lion. These griffins are quite large and strong here, being about six foot “tall” and twelve feet “long”. They can easily fly with a few humans, a single ogre or a pack of Gummi Bears. If they should die another one will appear replacing them within 24 hours.

Beary but Barely Barbaric Barbic Bevy [100 CP]

These are followers, a group of about a thousand medieval level Gummi Bears who can travel with you. They consider you their leader and have assorted interests, abilities and knowledge. Roughly 20% of them are warriors (who function as soldiers/police), 20% farmers, 10% Mechanics/inventors/engineers/scientists/doctors, 1% mages/sorcerers, 29% general laborers/woodsmen/hunters and 20% blacksmiths, tradesmen, jewelers and other misc jobs. These followers stay Gummi bears in future worlds and don’t “auto-adjust” to other worlds, they’ll have to adapt via learning and won’t come with ID or anything like that. You can purchase this multiple times, multiplying the amount of Barbics you get by ten for each purchase.



Minions [100 CP]

You have a group of about twenty “Troggles” hyena-like slavishly-devoted ~~canon fodder~~ “friends” at your disposal. They will do whatever you ask including suicidal actions and if they should die another one will appear replacing them within 24 hours. These beings are all relatively small, between 2-4 feet tall and are about as strong as a human. They always come with fancy outfits, always.

Scenarios

Gummadoon

Gummadoon will appear near Gummi Glen in the early spring of the second year after the jump starts. Just a quick refresher this city/castle is displaced in time, with every night in the city lasting a hundred years. Hope you're a Gummi Bear otherwise you're probably going to have a quick trip into the dungeons here. This city is currently at war with (ancient) Humans and will arrest any Human on sight as well as anything other than a Gummi Bear.

Either free the city from its magical displacement and integrate them into the current "modern day" situation. You'll probably have to convince them as it's a massive spell at work with the spellcasters themselves within the castle/spell who are actively keeping it going.

Or beg/ask to join them and go on the one way trip to the future. If you have the **Ducktales World** drawback you could use this to go into the future and participate in the events of the Ducktales (2017) world.

Reward

Either convince them to stay or join them.

You get a copy of Gummadoon complete with the inhabitants to take with you into future jumps, an ancient but active Gummi Bear city/castle that was intentionally displaced in time. Additionally this city can be used as a magical forward-only time-machine by simply adjusting the ritual/spell with the original spellcasters and magical focus/devices there to help out.

Eat the Gummy Bears

You must cook and eat the Gummy Bears.

Thankfully it's not what you think, instead you must make "candy" Gummy bears out of gummy, they must be life sized and in the shape of the living "Gummi" Bears family in Gummi-Glen. You must then eat the life-sized Gummy bears, you can do this at any time during your jump here.

Reward

You can summon at will the Gummy bear candy in various sizes, flavors, shapes and types, from the generic small bears up to the life-sized gummy bears you created yourself.

This includes the horrifying and banned sugar-free versions, the feared weapon of rear ejection.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Ducktales World [+0 CP]

The new Ducktales cartoon had drawings/history showing the Gummi Bears, this drawback ensures that this Gummi Bears world is indeed set in the Ducktales (2017) world's ancient history. This means that there are other Anthropomorphic animal people somewhere in the world, This also means that you could take a time traveling device/item/city and go into the future where the events of Ducktales (2017) take place.

This also unlocks the options for **Other Anthropomorphic Animal** people.



Chip N Dale Rescue Rangers Movie World [+0 CP]

This whole thing is a show and you're just an actor. That being said, everything you purchase here is still what it says on the box and works as written. The big difference is that during the work week you're taking directions from a director and acting out these episodes starting in 1985. You have a lot less choice here as your character has lines that you have to memorize and scenes to act out. There's also little danger here though as the dangerous scenes are just stunt work, camera/rope tricks and/or post processing effects.

As a recurring character you probably have a trailer nearby for usage during the work week and have a house or apartment someplace else that you spend the weekend at. This show is the first of the good disney afternoon animated shows so this show is something "new" for the studio, a higher-production value toon show so don't be surprised if executives show up to see how production is going. You have to stay the full ten years here, after the show ends in 1991 you get the other four years of basically being a famous actor on a kids show, you can coast on your fame/money or try to find more work if you want.

Also as you are a toon here, your species are ageless. Your alt-form is a toon (whatever species you picked).

This also unlocks the options for **Other Anthropomorphic Animal** people.



Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

Fan Theories are Canon [+0]

You got some fan theories that you subscribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Note: the original 6 seasons of the show likely take place over six years in jump (the "episodes" are mostly spread out over a year and several winter seasons pass in different episodes (one episode they also mention that they haven't seen the Duke for a year and show an entire year passing)).

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Scared of Heights [+100 CP]

You're scared of heights, anything more than your body height gives you the sweats, making you nervous and anxious.

Ogreish [+100 CP]

Your "thuggish" in behavior and hygiene, you hate baths even after hard labor. Bugs like fleas and so forth you think are fine with being on you. This might make you fit in with ogres.

Ignored [+100 CP]

People often overlook you and ignore you and your needs. This turns into mildly abusive behavior and can be dangerous if you're a kid as you might not be fed properly.

Superstitious [+100 CP]

You're superstitious and several times a day you need to "improve your luck" via typical superstitious beliefs and actions.

Runty [+100 CP]

You're smaller than your normal species size range, at least ½ of the average size if not smaller.

Disabled [+200 CP]

You're either mute, blind or deaf, you can take this drawback up to three times picking an additional option each time.

Good/Evil Twin [+200 CP]

Like Sir Victor and Igthorn you have a twin who is morally opposite to you. They are physically and mentally your equal.

No Shapeshifting [+200 CP]

You can't shapeshift or use any other alt-forms and any illusions or size/species changing magic/technology/items used to disguise yourself will wear off within half an hour.

The Goof [+200 CP]

You either have severe coordination issues, bad luck, or some mix of both. You'll find yourself tripping over objects constantly, stumbling around with a bucket that somehow landed on your head while stepping into a bucket of glue and then onto a pair of rollerblades. "Taking unexpected trips" might be a weekly occurrence for you and it'll be incredibly inconvenient. In the "accidents" you cause no-one else will be hurt, but you will break and wreck quite a few things. Your friends and family will also get frustrated by your constant messes and how you are constantly breaking things. You will also have problems keeping mundane jobs due to your clumsiness or bad luck.

**Gigglin [+400cp]**

You've caught the attention of a Gigglin, a red mushroom-headed flying spirit-like being with a degree of super-strength and minor magics. They are malicious pranksters who like pranks with "bite" to them, ruining reputations, objects and houses. They also love to get others involved, shifting the blame to others and/or also targeting them in their pranks.

If you want him to stop you'll have to pull a nasty prank on him, which will make him go away for a week.

Killing him will just make him respawn somewhere else.

Toadpole [+400 CP]

You can keep the race you picked as an alt-form for a future jump. In this jump you're nearly identical to Toadwart and Tadpole, that is to say that you're a dwarf ogre, standing at three feet tall. You can't shapeshift or use any other alt-forms and any illusions or size/species changing magic/technology used to disguise yourself will wear off within half an hour.

The good news is that you're very durable such that you can be catapulted over vast distances and heights and not take any damage beyond being a bit dazed from the landing.

After this jump your dwarf-ogre form becomes another alt-form for you to use.

**Then an alien space bat made a ring of fire and ejected us to another universe [+600 CP]**

This drawback is incompatible with "Chip N Dale Rescue Rangers Movie World"

The series would normally end shortly after when the castle Dekmore would normally be destroyed after about six years. However instead of going to the next jump you and your friends/family in jump get tossed outside of this world and into another world. A ROB alien space bat creates a giant 10 mile diameter sphere, cutting through land, mountains, castles etc and transposes your land with land from another world. Leaving you and everything around you in a 10 mile diameter of a new world. The alien space bat tries to include as much Family/friends/land/equipment/followers/companions that you own but will leave behind people/things.

There you must live for (at least) another ten years (if you took time extensions this is where the extensions take place) before the jump ends.

If you have a house, followers, minions or a city/castle, all of it goes with you and is deposited nearby in a relatively empty area that would fit it.

Roll a **1d12** and find out where you get transferred to. You can decide the details of exactly when/where so long as it's in that general area.

(if you don't know at least a little about the location you can re-roll once)

1. Middle-Earth (The Lord of the Rings)
2. Westeros (Game of Thrones)
3. Chicago, USA (Dresden-verse)
4. Hogsmeade (Harry Potter)
5. Piltover/Zaun, Runeterra (Arcane)
6. Azeroth (WoW)
7. Naboo (Star wars)
8. Tyria (Guild wars 2)
9. Earth-199999, known in-universe as Earth-616 (Marvel Cinematic Universe)
10. Brockton bay, Earth bet (Worm)
11. A mundane Earth (like this one)
12. Free choice of the above options

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onwards

Stay

Stay and enjoy your current life.

Go home

Go back to where you started

Change Log

v1.0

Initial creation

Brief estimated timeline

1st, 2nd and some of 3rd season likely occurs in the first year -

Year 1

Season 01E1 - Likely spring, bringing woodcutters lunch - likely to be restocking wood to let the cut wood dry after winter usage (probably March)

Season 01E10 months pass (weaned (1 month old)-wolf-pup-Loopy grows up) (5-6 months) (August) Some season 1 and season 2 episodes might occur in between. Cubbi is hiding the wolf.

Season 02E10 mentions the fall festival

Season 03E03 Tummi's birthday

Year 2 - Season 03E10 - Winter is over

Season 03E12 - Gummadoon appears

Season 03E13 - Heavy rains flood Gummi-Glens Quick Tunnels - Gigglin episode

Season 04E01 - The Gummis travel to Shang-Wu via magic kite (prince traveled via foot/horse (many moons/months)) assuming he had a guard/ship/horses/carriage and lost them, magic kite used on dragon (somehow return home - given a horse/carriage/supplies/ride a private ship?) The next episode seems to be in the fall/late summer so it might take them months to get back.

As they seem to have a harvest this year, likely occurred after planting was done

Season 04E02 late summer or early fall/"Folly day" version of Halloween?/Costume contests, trees are green, berries are being harvested

Year 3 - Season 04E05 Fall leaves on trees

Season 04E06 - Spring/Summer again

Season 04E08 - Looking for fruit for pie - last fruit (shows a spring-like environment) likely too early in spring for anything

Season 04E13 - Harvesting food, apples ripe

Season 04E15 - Mass Harvesting Berries via Gummi harvester

Year 4 - Season 05E01 - Snowing, Winter festival

Season 05E04 - Spring/summer

Season 06E02 - watering nearly-done veggie crops

Year 5 - Season 06E05 - Bringing in the last crop - mention of first frost

Season 06E06 - Spring/Summer

Season 06E08 - Hot summer day

Year 6 - Season 06E12 - Drekmor is empty, shows an entire year passing, complete with seasons.

Season 06E13 - is considered to be the show's series finale by international airing order, as well as by chronological order, but is not the actual series finale by means of the U.S. airing order episode. Drekmor castle is destroyed/rockets off

Season 06E14-18 - takes place before E12/E13 - all episodes take place during a spring/summer - takes place in year 5 before the Duke leaves.

